

Project Design Phase-II Technology Stack (Architecture & Stack)

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| Date | 03 October 2022 |
| Team ID | PNT2022TMID53163 |
| Project Name | Project - Personal Expense Tracker |
| Maximum Marks | 4 Marks |

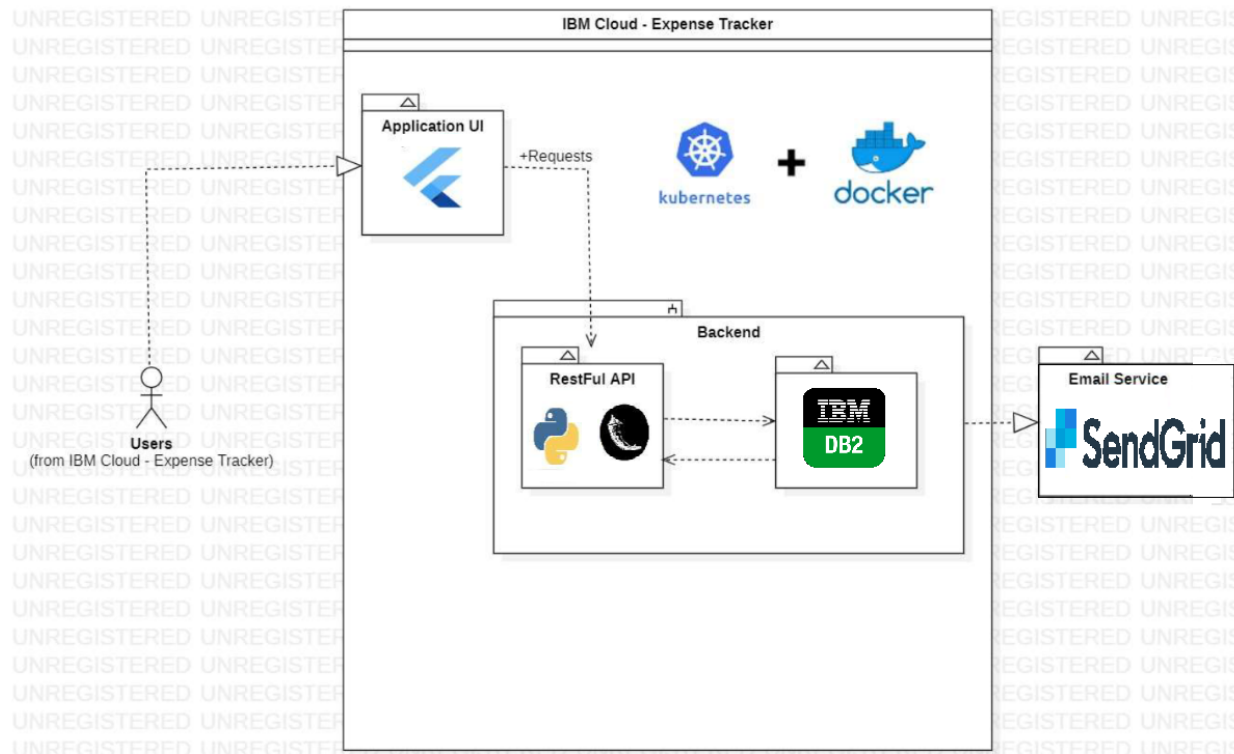


Table-1 : Components & Technologies:

| S.No | Component | Description | Technology |
|------|--|---|--|
| 1. | User Interface | User interface for accessing the features of the web app | Flutter |
| 2. | Application Logic -Mail Service | Sending mail to a user in case of any important event | Sendgrid API |
| 3. | Application Logic -Add and View Expenses | Users must be able to add new expenses while being able to delete ,update or view old ones. | Python: Flask |
| 4. | Application Logic -Spending cap | Whenever the budget limit for a cycle is crossed, user must be notified. | Python: Flask |
| 5. | Database | Data Type, Configurations etc. | IBM DB2 |
| 6. | Cloud Database | Database Service on Cloud | IBM DB2 |
| 7. | Infrastructure (Server / Cloud) | Application Deployment on Local System / Cloud Local Server Configuration: Cloud Server Configuration : | Local, Cloud Foundry, Kubernetes, etc. |
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Table-2: Application Characteristics:

| S.No | Characteristics | Description | Technology |
|------|------------------------|--|---|
| 1. | Open-Source Frameworks | Source Code of tools available to public | All tools used for development are open source by nature. |

| S.No | Characteristics | Description | Technology |
|------|--------------------------|---|---|
| 2. | Security Implementations | Maintaining Data confidentiality and Authorization | Bcrypt for hashing and AES for encryption , HTTPS for overall security during transmission. |
| 3. | Scalable Architecture | Use of microservices ensures scalability in business logic. | Flask- microservices architecture |
| 4. | Availability | Cloud Application serves very well in Scalability and Availability. | Kubernetes for maintaining scalability in deployment. |
| 5. | Performance | Design consideration for the performance of the application (number of requests per sec, use of Cache, use of CDN's) etc. | Technology used |